<u>LISTING OF CLAIMS</u>

1.   (Currently Amended) A gaming apparatus comprising:

a portable biometric data storage device <u>carried by the player</u> storing ~~first~~

biometric data for <u>the player</u> ~~at least a first user~~; said biometric data storage device

comprising a debit card <u>carried by the player separate from the gaming apparatus</u> ~~said~~

~~biometric data storage device also storing personal preference data for said first user~~;

a gaming terminal, configured for playing at least a first game;

a reader, coupled to the gaming terminal which receives said ~~first~~ biometric data

stored on said <u>debit card</u> ~~biometric data storage device~~;

a biometric measurement device for measuring biometric data of a user to

provide measured biometric data; and

a comparator for comparing said measured biometric data to said <u>stored</u> ~~first~~

biometric data and ~~outputting at least a first notification if there is an absence of match~~

<u>if there is a match, outputting an authorization allowing the player to access his or her</u>

<u>account and/or use the debit card balance to play the gaming apparatus</u>.

2.   (Previously Presented) Apparatus as claimed in Claim 1, wherein:

said debit card has a thickness of less than about 0.05 inch.

3.   (Previously Presented) Apparatus as claimed in Claim 2, wherein:

said debit card includes a microprocessor.

4.   (Cancelled)

5.   (Previously Presented) Apparatus as claimed in Claim 2, wherein:

said debit card further stores the current account balance for an account

established for said first user.

6.   (Previously Presented) Apparatus as claimed in Claim 1, wherein:

said biometric measurement device is selected from among:

a thumb print scanner;

a fingerprint scanner;

a retina scanner;

an iris scanner;

an ear scanner;

a voice data sensor;

a facial scanner; or

an infrared scanner.

7.   (Cancelled)

8.   (Currently Amended) A gaming method comprising:

storing first biometric data for at least a first user a player in a portable biometric

data storage device carried by the player which comprises a debit card carried by the

player separate from the gaming apparatus, and also storing personal preference data

for said first user in said storage device;

providing a gaming terminal;

coupling a reader to a gaming terminal, configured for playing at least a first

game, wherein said reader receives said first biometric data stored on said debit card;

measuring biometric data of said first user player to provide measured biometric

data; and

comparing said measured biometric data to said first biometric data; and if there

is a match, outputting at least a first notification if there is an absence of match

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outputting an authorization allowing the player to access his or her account and/or use the debit card balance to play the gaming device ~~and also outputting said personal preference data~~.

9.　(Original)　A method as claimed in Claim 8, wherein:

said step of storing includes storing in a card having a thickness less than about 0.05 inches.

10.　(Original)　A method as claimed in Claim 9, wherein:

said card includes a microprocessor.

11.　(Canceled)

12.　(Previously Presented)　A method as claimed in Claim 8, further comprising:

storing, on said portable biometric data storage device, the current account balance for an account established for said first user.

13.　(Original)　A method as claimed in Claim 8, wherein:

said step of measuring includes a step selected from among:

scanning a thumb print;

scanning a fingerprint;

scanning a retina;

scanning an iris;

scanning an ear;

sensing voice data; or

scanning a face.

14.　(Cancelled)

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15.   (Cancelled)

16.   (Cancelled)

17.   (Cancelled)

18.   (Cancelled)

19.   (Cancelled)

20.   (Cancelled)

21.   (Previously Presented) A method for creating a player identification usable in a gaming environment and having at least two authenticators, the method comprising:

(a) creating a first authenticator;

(b) entering at least one more authenticator in the form of biometric data;

(c) associating said first authenticator and said at least one more authenticator with a player;

(d) providing player identification at a game device having an associated biometric reader using said first authenticator and at least one of said at least one more authenticators, where said first authenticator is a data storage device.

22.   (Previously Presented) A method for creating a player identification usable in a gaming environment and having at least two authenticators, the method comprising:

(a) creating a first authenticator;

(b) entering at least one more authenticator in the form of biometric data;

(c) associating said first authenticator and said at least one more authenticator with a player and further identifying said first authenticator as an authenticator that will

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be the authenticator used for searching and identifying said player in a player identification database; and

(d) providing player identification at a game device having an associated biometric reader using said first authenticator and at least one of said at least one more authenticators.

23.   (Previously Presented): A method for enabling electronic transfers using at least two authenticators where any authenticator that is not the first authenticator uses biometric data, in a gaming environment while using a game device having an associated biometric reader, the method comprising:

(a) having a first authenticator readable by a reader associated with said game device;

(b) having a second authenticator different from said first authenticator and readable by a reader associated with said game device;

(c) having an entry in a player identification database, where said entry further comprises first authenticator data and second authenticator data;

(d) uniquely associating a player using a game device with an entry in said player identification database and recognizing a player request for an electronic transfer;

(e) acknowledging a desired electronic transfer;

(f) using said second authenticator to confirm and authorize said desired electronic transfer.

24.   (Currently Amended) A gaming method comprising:

storing first biometric data for ~~at least a first user~~ a player in a portable biometric data storage device carried by the player which comprises a debit card, carried by the

player separate from the gaming apparatus wherein said debit card also stores personal

preference data for said player ~~first user~~;

providing a gaming terminal;

coupling a reader to a gaming terminal, configuring for playing at least a first

game, and reading said ~~first~~ biometric data stored on said card;

measuring biometric data of a ~~user~~ player to provide measured biometric data;

comparing said measured biometric data to said ~~first~~ stored biometric data and if

there is a match, ~~outputting at least a first notification if there is an absence of match~~

outputting an authorization allowing the player to access his or her account and/or use

the debit card balance to play the gaming apparatus;

reading from the same card a current account balance for an account established

for said first user; and

debiting an amount from said current account balance on said card as a fee for

playing said game, and establishing a new current account balance on said card.

25.   (Previously Presented) The method of claim 24 in which said card has a

thickness of less than about one quarter inch.

26.   (Previously Presented) The method as claimed in claim 24 wherein:

said step of measuring includes a step selected from among:

scanning a thumb print;

scanning a fingerprint;

scanning a retina;

scanning an iris;

scanning an ear;

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sensing voice data; or

scanning a face.

27. (Previously Presented) Apparatus as claimed in claim 5 in which the player's winnings from play of said gaming apparatus are credited to said current account balance.

28. (Previously Presented) The gaming method of claim 8 in which the player's winnings from said gaming method are credited to a current account balance of said card.

29. (Previously Presented) Apparatus as claimed in claim 15 in which said card includes a microprocessor and in which said card further stores a current account balance for an account established by said first user, in which the user's winnings from play of said gaming apparatus are credited to said current account balance.

30. (Previously Presented) Apparatus as claimed in claim 15 in which said card has a thickness of less than about 0.05 inch.